



**A Funlit Illustrated Story
with Language-Arts Activity Book
for children aged 9 and older**

Northern Isle of Dreams

Story and Workbook



Plus

- * ANSWER KEY
- * TEACHER'S GUIDE
- * CLASSROOM SCORE SHEETS
- * 45-MINUTE COMPANION CD
- * DOWNLOADABLE PLAY SCRIPT



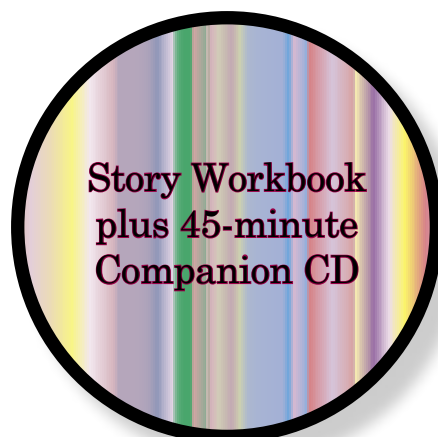
FOR HOME AND SCHOOL

Consistent with general guidelines published in
The Quebec ELA Program and U.K. National Curriculum for English

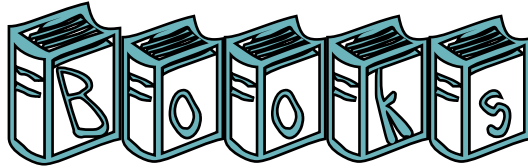
Northern Isle of Dreams Story and Workbook

Northern Isle of Dreams

tells the story of the long search for a young prince who left his war-torn kingdom, long ago, for the legendary Northern Isle of Dreams.



77 Pages. 188 Vocabulary Words. 80 Discussion Questions.



The Millennium Tales

from

Prince Chameleon Press

The FUNLIT Illustrated Language Arts Activity Series
For children aged 9 and older.
Four original fairy tales
designed in educational format
with Score Sheet and Answer Key.
Companion CDs featuring music and sound effects.



Prince Chameleon

tells the story of a young prince who is searching for his soul. He tries on many magical disguises, but gets deeper and deeper into trouble until he meets the ancient Rainbow Fairy who holds the secret to his quest.



Mirror and the Beast

tells the story of a solitary young prince, left alone in his castle, who gradually turns into a beast. As long as the evil mirror holds him prisoner, it seems that no one is able to help.



Midsummer Moon

tells the story of lame-footed Princess Sharma, who lives under the spell of the Forest Sorceress. One day, a poor young woodsman is sent up the mountain side to the Enchanted Forest, bringing a pair of 'magic slippers' for her to dance in.



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**Northern Isle of Dreams
Story and Workbook
ISBN: 978-1-894967-21-1**

**Northern Isle of Dreams Companion CD
ISBN: 978-1-894967-27-3**

**Illustrated by Samantha Thomson
Narrated by Paola Dionisotti
Incidental music by Jez Wright
Recorded at “blockhouse” studios,
London, U.K.**

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A WORD TO TEACHER AND PARENT...



The **NORTHERN ISLE OF DREAMS WORKBOOK** and Answer Key, with its companion CD, is designed for children aged 9 and older. It may be used as a self-contained language arts project in the classroom, as well as for independent study at home.

Its **WORD WIZARD** section offers a systematic approach to vocabulary enrichment, while being centred around the literature of Fable and Fairy tale.

The **DISCUSSION QUESTIONS** encourage young readers to draw inferences beyond the text of the story, as well as to express their personal opinion.

The **NORTHERN ISLE OF DREAMS WORD TREASURY** and **WHICH WORD DOESN'T BELONG?** provide practice in associating and classifying ideas.

BUILDING WORDS and **FAULTS AND VIRTUES** explore the formation of compound nouns, adjectives and adverbs.

WHAT HAPPENED FIRST? provides practice in determining the correct time sequence of events.

Last but not least, the children's capacity for creativity and attention to detail is stimulated and challenged by the opportunity to illustrate the story of Northern Isle of Dreams, exactly as they visualize it.



Christina Manolescu

Prince Chameleon Press © 2009

Creators of The Millennium Tales

About the Author



CHRISTINA MANOLESCU, creator of the Millennium Tales, is also founder of Prince Chameleon Press. Her published work includes fiction, poetry, journalism, technical writing and translation.

About the Artist



SAMANTHA THOMSON is a graduate of the West Surrey College of Art and Design. Exhibitions of her work have been held at 'The Maltings' and 'The James Hockey Gallery,' in Farnham. She was also a participant in the Art for Youth Exhibition at the Mall Galleries in London, U.K.

About the Narrator



PAOLA DIONISOTTI has played leading roles for all the major national theatre companies, including the RNT, the RSC, and the Glasgow Citizens'. On British television she is probably best known for her role as Lady Pat in "Forever Green," in which she starred opposite Pauline Collins and John Alderton.

About the Musician



JEZZ WRIGHT, a record producer, owns and manages his own recording studio, "blockhouse," in Stratford. Originally from Waterlooville, Hampshire, he now lives and works in London, U.K.

HOW TO USE YOUR NORTHERN ISLE OF DREAMS



CD, WORKBOOK and ANSWER KEY

1 

- ❖ Listen to the CD and read the story of Northern Isle of Dreams.
- ❖ Each part of the story begins on a new page, with a big letter.
- ❖ You may want to look up some new words in the dictionary.

2 

When you have finished reading Northern Isle of Dreams:

- ❖ Go back to the beginning.
- ❖ Read the discussion questions and think about your answers.
- ❖ You may want to read parts of the story again.

3 

Now try to do the exercises for WORD WIZARDS.

- ❖ Find the first highlighted word **wealthy** on the first page of the story.
- ❖ Now look below at the first WORD WIZARD exercise. Which word/group of words means the same as wealthy? Did you find it? **wealthy** MEANS **rich**.
- ❖ Copy the word 'wealthy' on line Number 8.
- ❖ See if you can do all the numbers from 2 to 10. The first one is done for you.

4 

Now you are ready to draw and colour your first picture. You will need some drawing paper and crayons, colouring pencils or paints.

5 

- ❖ Try to draw some of the things you have read about on the first page of the story. **For example:** Can you draw a picture of the merchant's grand house?
- ❖ The merchant is in a great hurry.
- ❖ The merchant's wife is worried.
- ❖ The servants are busy preparing the carriage for a long journey.
- ❖ What else should be in your drawing? You decide. You can colour all the other illustrations in your workbook too.

6 

- ❖ When you have finished all the **WORD WIZARD** exercises and your drawings, there are *even more* activities to do at the back of your workbook. Read the instructions carefully, then do your best.
- ❖ When you want to check your answers, you will find them in the **NORTHERN ISLE OF DREAMS ANSWER KEY** on **PAGE ONE** at the end of this book.

Now you are ready to write and illustrate your own story. Have fun!

